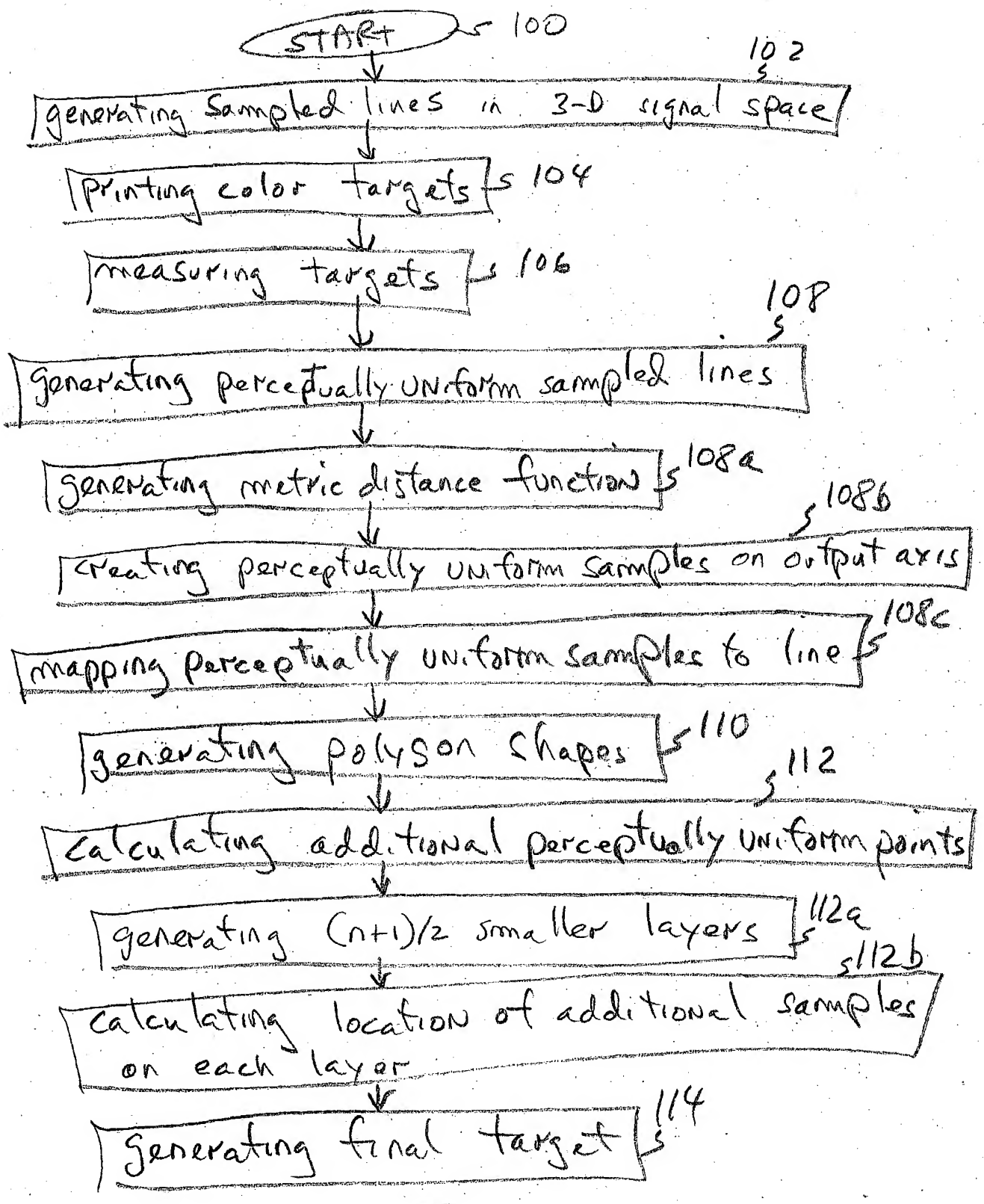

START
100
generating sampled lines in 3-D signal space
102
printing color targets
104
measuring targets
106
generating perceptually uniform sampled lines
108
generating metric distance function
108a
creating perceptually uniform samples on output axis
108b
mapping perceptually uniform samples to line
108c
generating polygon shapes
110
calculating additional perceptually uniform points
112
generating (n+1)/2 smaller layers
112a
calculating location of additional samples on each layer
112b
generating final target
114

Fig. 1

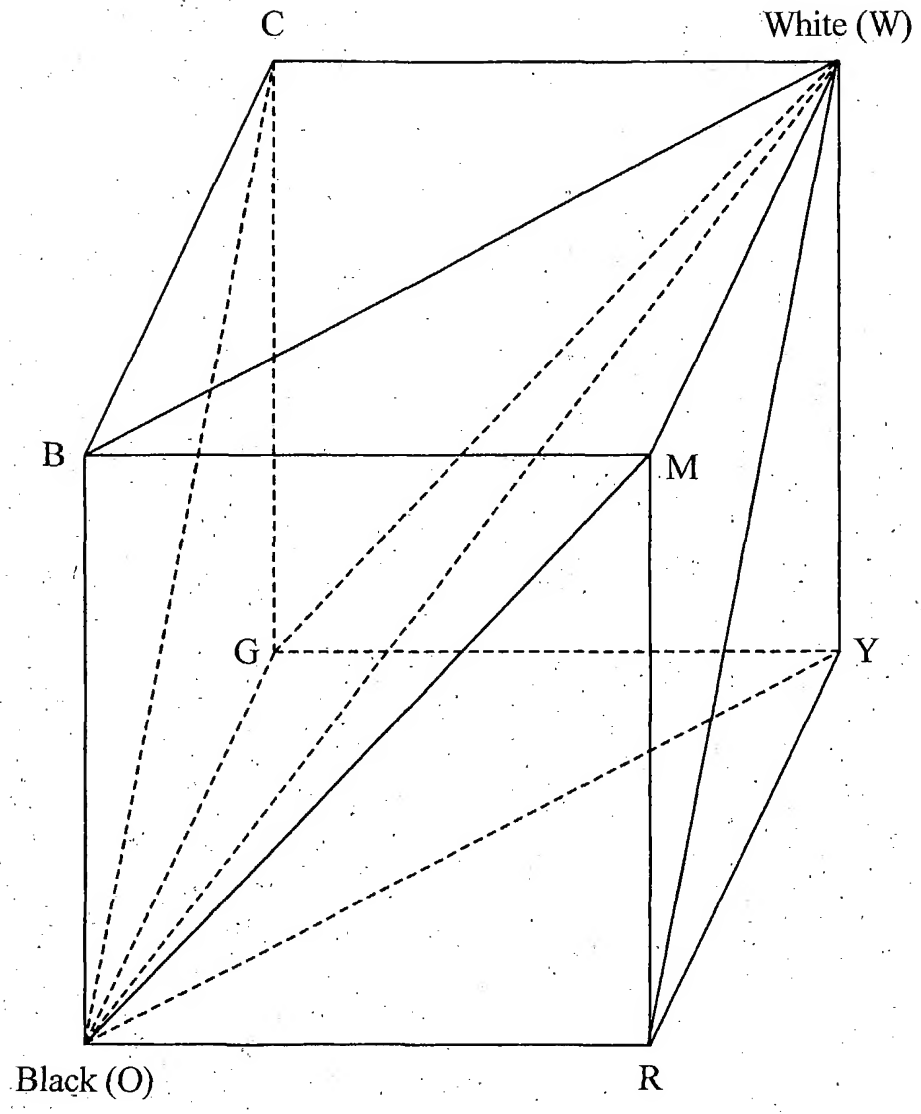


Fig. 2

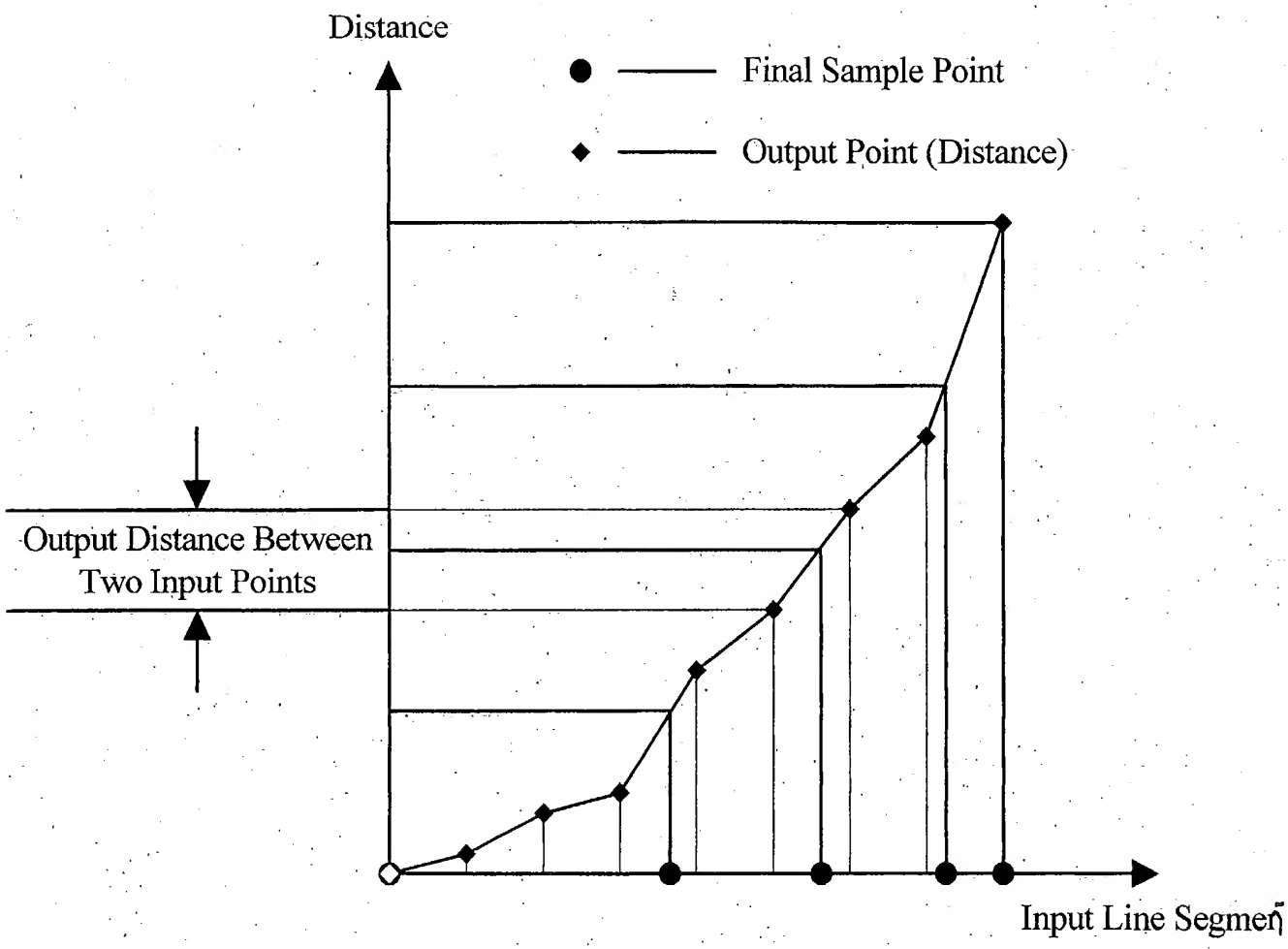
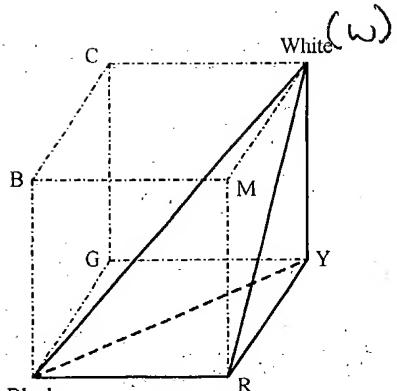
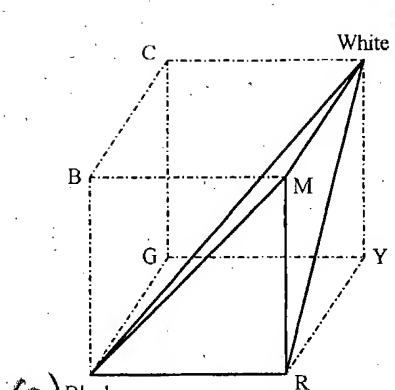

Distance
Final Sample Point
Output Point (Distance)
Output Distance Between
Two Input Points
Input Line Segmen

Fig. 3



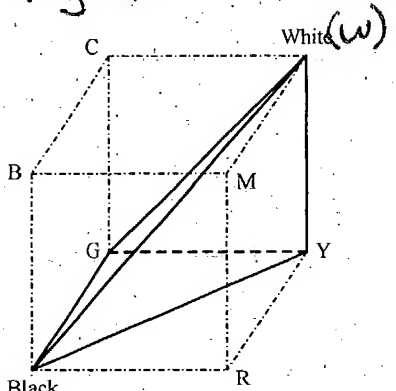
$R \geq G \geq B$

Fig 4 (a)



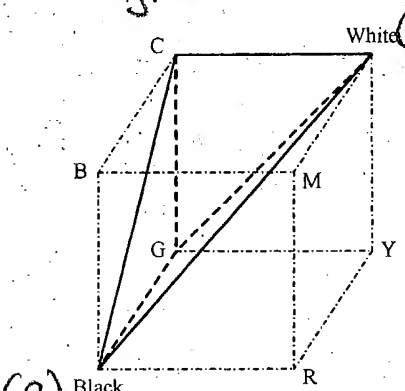
$R \geq B \geq G$

Fig. 4 (b)



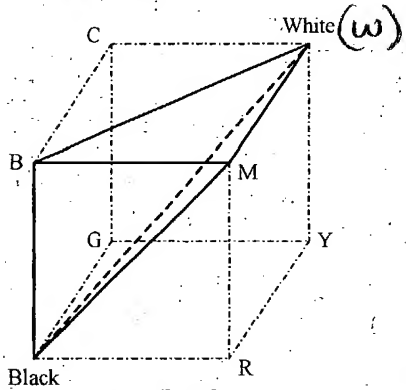
$G \geq R \geq B$

Fig. 4 (c)



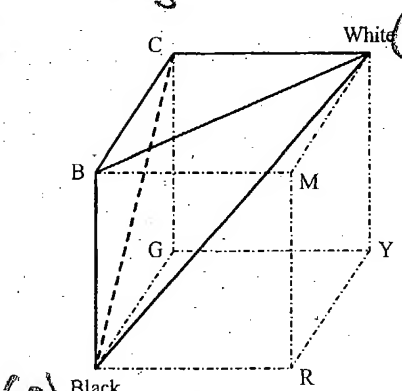
$G \geq B \geq R$

Fig 4 (d)



$B \geq R \geq G$

Fig 4 (e)



$B \geq G \geq R$

Fig. 4 (f)

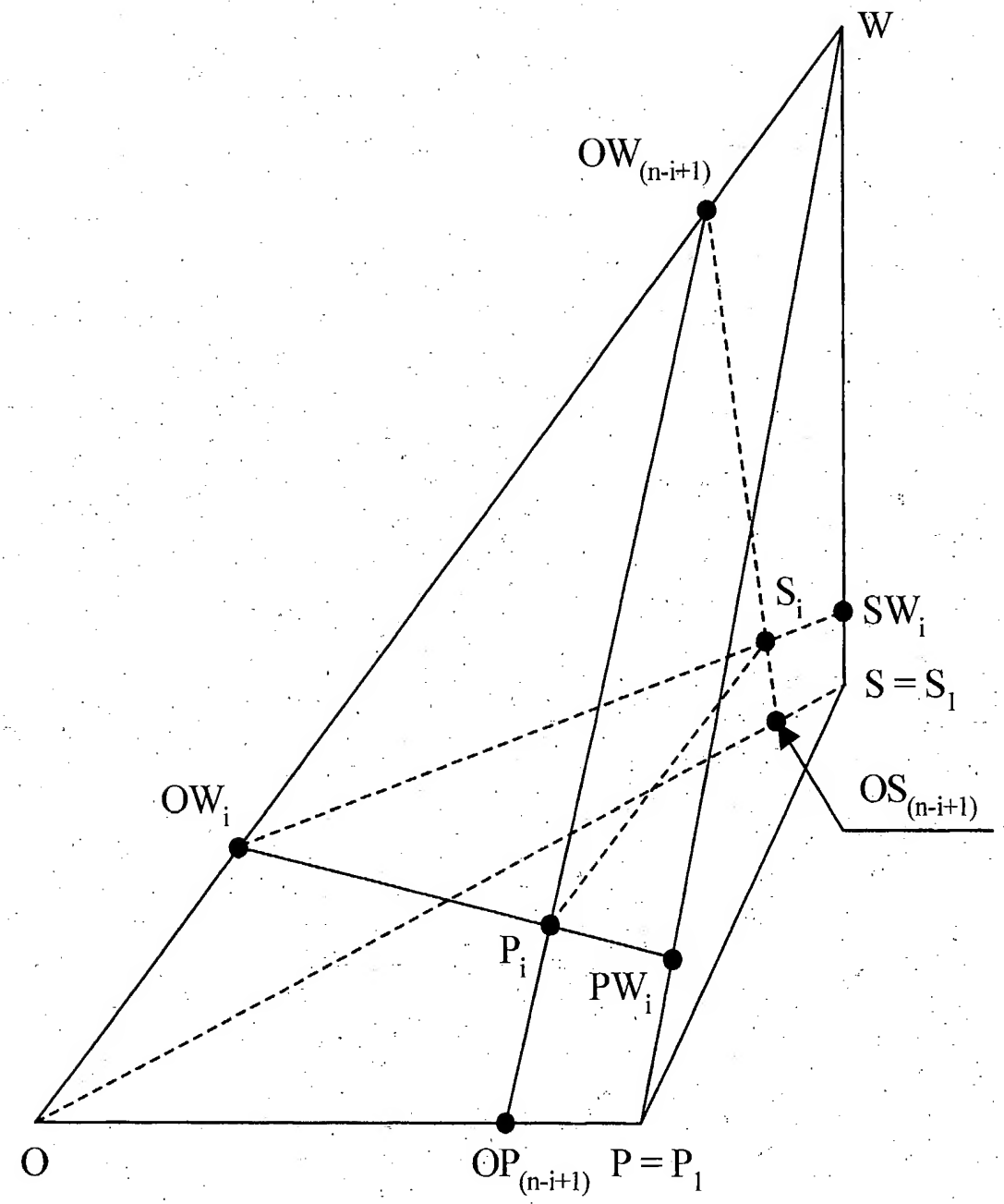


Fig. 5

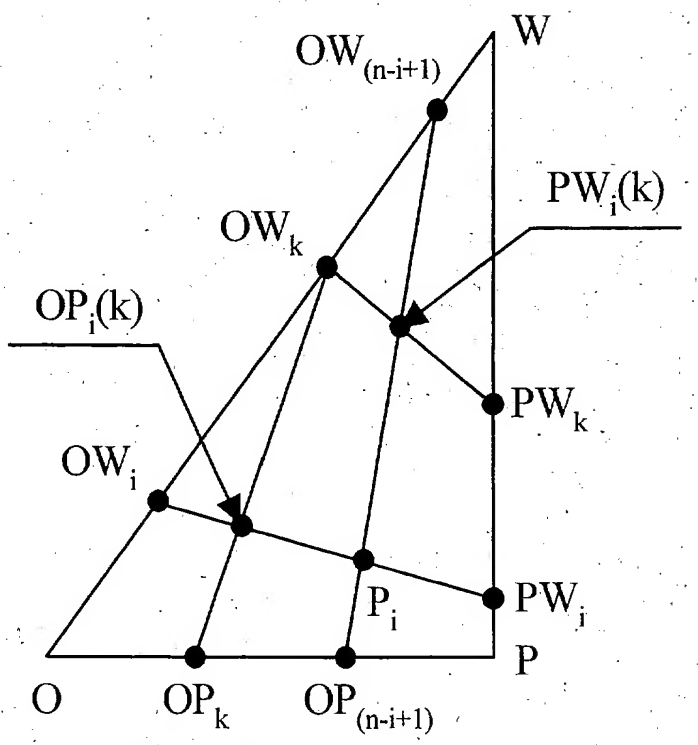

W
$OW_{(n-i+1)}$
$PW_i(k)$
OW_k
$OP_i(k)$
PW_k
OW_i
P_i
PW_i
P
O
OP_k
$OP_{(n-i+1)}$

Fig. 6 (a)

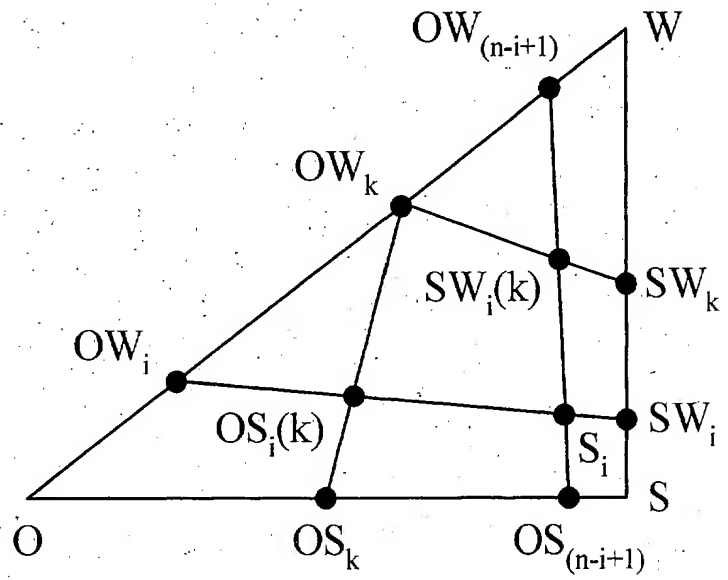

$OW_{(n-i+1)}$
W
OW_k
$SW_i(k)$
SW_k
OW_i
$OS_i(k)$
SW_i
S_i
S
O
OS_k
$OS_{(n-i+1)}$

Fig. 6 (b)

$$\text{Slope } K = \frac{|\vec{S}_i - \vec{P}_i|}{|\overrightarrow{PS}_{(n-i+1)} - \overrightarrow{PS}_i|}$$

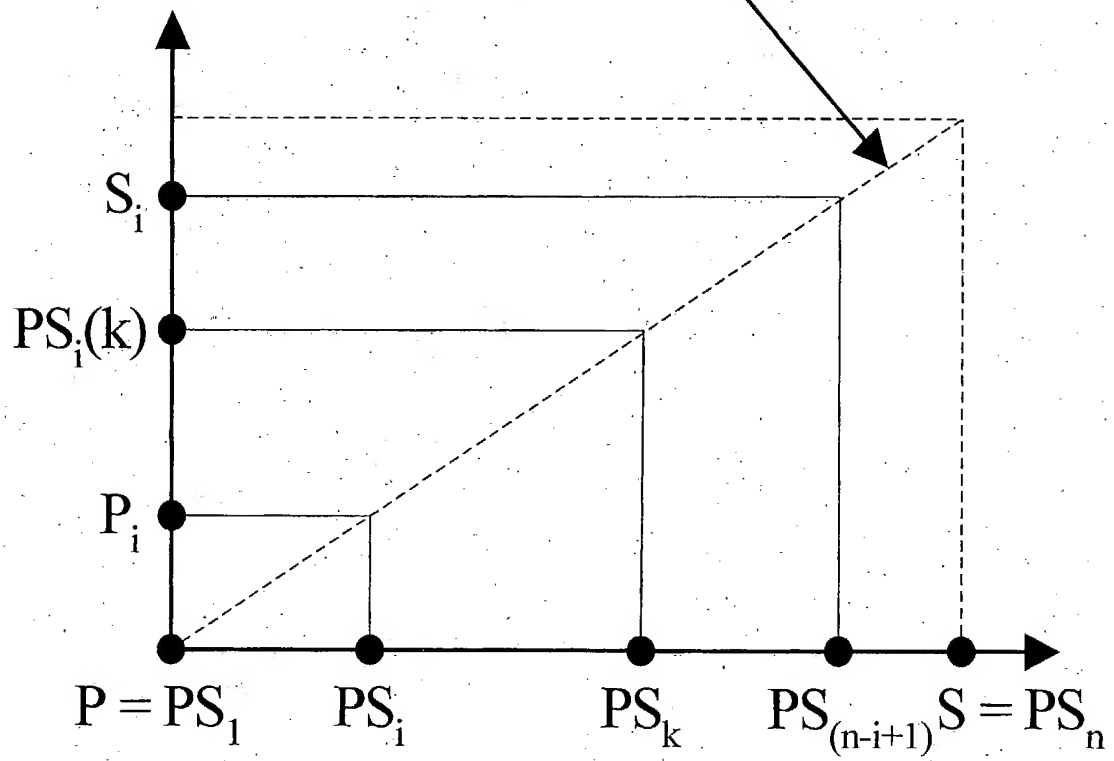


Fig. 7

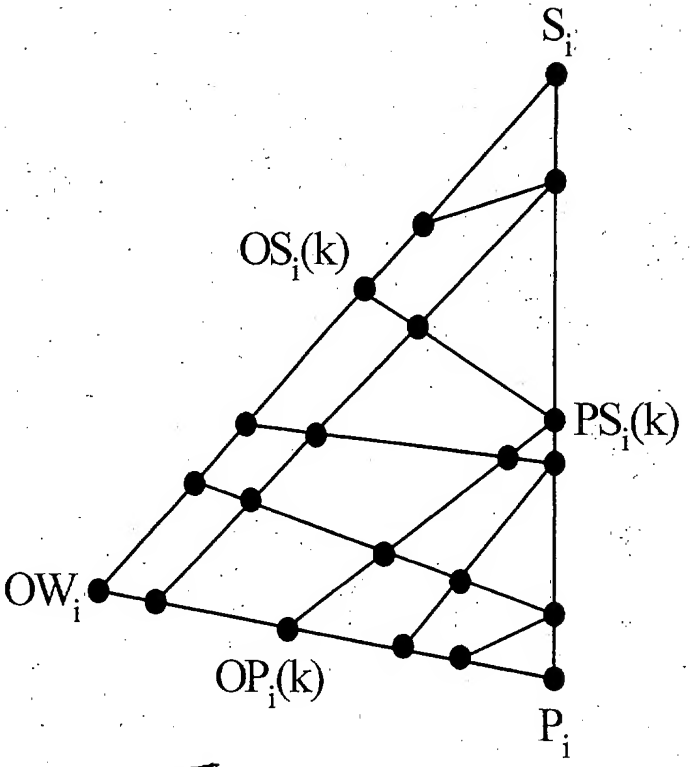


Fig. 8 (a)

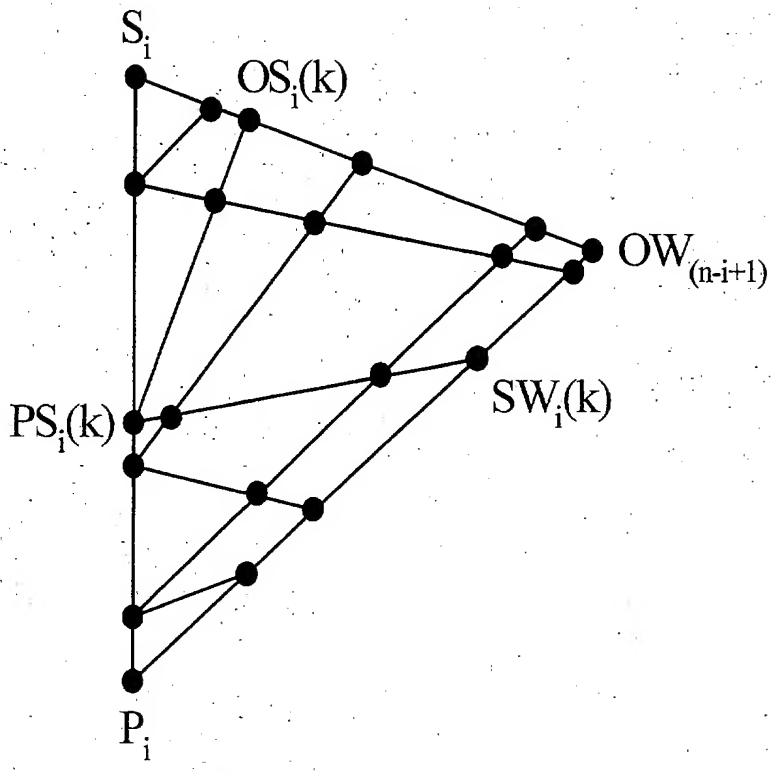


Fig. 8 (b)